

Amendments to the Specification

Please replace the paragraphs on page 9, lines 5-18 with the following rewritten paragraphs:

Emulation may be stopped, for example, at time  $t_2$ , which is a rising edge of CLOCK\_1 corresponding to the transition between INDEX values 4 and 5 values 2 and 3. However,  $t_2$  does not correspond to an edge for the other clock signals of Figure 3. For prior art emulation systems to stop at  $t_2$ , emulation typically continues until the first edge subsequent to  $t_2$ . Thus, the clock domains corresponding to CLOCK\_2, CLOCK\_3, and CLOCK\_4 may not stop at  $t_2$ . For example, CLOCK\_2, CLOCK\_3, CLOCK\_4 stops between  $t_2$  and  $t_3$ . When emulation resumes in the prior art, the stopped clock signals resume from the point at which the clock cycles stopped.

In contrast to the prior art, the present invention allows CLOCK\_2, CLOCK\_3 and CLOCK\_4 to stop and resume at  $t_2$  because look up tables are used to generate clock signals. To stop at  $t_2$ , INDEX values input to look up tables 300, 310, 320 and 330 are ~~stopped at 4~~ stopped at 2. Each clock signal is stopped at that point and does not proceed to the subsequent transition. To resume the clock signals at  $t_2$ , the INDEX values are incremented to 5 and to 3 and proceed according to desired emulation sequencing.